

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

Claim 1-37 (Cancelled).

Sub 31

38 (New). A gaming apparatus for playing a slot game, comprising:

a housing;

a display unit that is capable of generating video images and associated with the housing;

an input device associated with the housing; and

a controller operatively coupled to said display unit and said input device, said controller comprising a processor and a memory operatively coupled to said processor, said controller being programmed to allow the user to make a wager, said controller being programmed to cause a first video image to be generated on said display unit, said first video image representing the slot game and including a first arrangement comprising a plurality of symbols,

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said controller being programmed to allow the user to select a first symbol from any of the plurality of symbols and a second symbol from any of the plurality of symbols using the value input device,

said controller being programmed to allow the user to interchange the position of the first symbol with the position of the second symbol to define a second arrangement of the plurality of symbols, and

said controller being programmed to determine a value payout associated with an outcome of said slot game based on the second arrangement.

39. (New). The gaming apparatus of claim 38, wherein said first arrangement comprises a plurality of pay lines.

40. (New). The gaming apparatus of claim 39, wherein said controller is programmed to activate a first number of pay lines of the plurality of pay lines.

41 (New). The gaming apparatus of claim 40, wherein said controller is programmed to activate additional pay lines of the plurality of pay lines responsive to a wager placed.

42 (New). The gaming apparatus of claim 38, wherein said controller is programmed to allow the user to at least temporarily remove the first symbol from the first arrangement.

43 (New). The gaming apparatus of claim 42, wherein said controller is programmed to allow the user to move the second symbol into a position vacated by the first symbol.

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44 (New). The gaming apparatus of claim 38, wherein said controller is programmed to cause visually perceptible movement of the first symbol and the second symbol within the first arrangement in response to the interchange of the position of the first symbol and the position of the second symbol.

45 (New). The gaming apparatus of claim 38, wherein the input device is a touch-sensitive input device disposed overlaying a portion of the display unit.

46 (New). The gaming apparatus of claim 38, wherein the controller is programmed to permit the interchange of the position of the first symbol and the position of the second symbol only during a limited period of time.

47 (New). The gaming apparatus of claim 38, wherein the controller is programmed to allow the user to interchange the position of the first symbol with the position of the second symbol responsive to at least one of the following events:

generation of at least one preselected symbol for display;

generation of at least one predetermined arrangement of symbols for display;

placement of a wager in excess of a preselected threshold; and
accumulation of a plurality of selected outcomes during prior plays of the game.

48 (New). The gaming apparatus of claim 38, wherein said controller is programmed to determine another value payout associated with an outcome of said slot game based on the first arrangement.

49 (New). The gaming apparatus of claim 38, wherein said controller is located remotely to the housing and is operatively connected to the display unit and the input device via a telecommunication network.

50 (New). The gaming apparatus of claim 49, wherein said telecommunication network is the Internet.

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51 (New). The gaming apparatus of claim 38, wherein said controller is programmed to allow the user to select a third symbol from any of the plurality of symbols, to retrieve a fourth symbol from an exterior source, and to replace the third symbol with the fourth symbol to get a third arrangement of the plurality of symbols.

52 (New). The gaming apparatus of claim 51, wherein the exterior source is at least one of a central server and another gaming device.

53 (New). A gaming method comprising:
allowing a user to make a wager;
causing a first video image to be generated, said first video image representing a slot game and including a first arrangement comprising a plurality of symbols;
allowing the user to select a first symbol from any of the plurality of symbols and a second symbol from any of the plurality of symbols;

allowing the user to interchange the position of the first symbol with the position of the second symbol to define a second arrangement of the plurality of symbols; and

determining a value payout associated with an outcome of said slot game based on the second arrangement.

54 (New). The gaming method of claim 53, wherein said first arrangement comprises a plurality of pay lines.

55 (New). The gaming method of claim 54, comprising activating a first number of pay lines of the plurality of pay lines.

56 (New). The gaming method of claim 55, comprising activating additional pay lines of the plurality of pay lines responsive to a wager placed.

57 (New). The gaming method of claim 53, comprising allowing the user to at least temporarily remove the first symbol from the first arrangement.

58 (New). The gaming method of claim 57, comprising allowing the user to move the second symbol into a position vacated by the first symbol.

59 (New). The gaming method of claim 53, comprising causing visually perceptible movement of the first symbol and the second symbol within the first arrangement in response to the interchange of the position of the first symbol and the position of the second symbol.

60 (New). The gaming method of claim 53, comprising receiving an input from the user via a touch-sensitive input device.

61 (New). The gaming method of claim 53, comprising permitting the interchange of the position of the first symbol and the position of the second symbol only during a limited period of time.

62 (New). The gaming method of claim 53, comprising allowing the user to interchange the position of the first symbol with the position of the second symbol responsive to at least one of the following events:

generation of at least one preselected symbol for display;

generation of at least one predetermined arrangement of symbols for display;

placement of a wager in excess of a preselected threshold; and

accumulation of a plurality of selected outcomes during prior plays of a game.

63 (New). The gaming method of claim 53, comprising determining another value payout associated with an outcome of said slot game based on the first arrangement.

64 (New). The gaming method of claim 53, comprising transmitting the first video image from a controller to a display unit where the controller and the display unit are operatively connected via a telecommunication network.

65 (New). The gaming method of claim 64, wherein said telecommunication network is the Internet.